



MICHAEL ANDERSON

CONCEPT ILLUSTRATOR

PROFILE

Innovative Illustrator with extensive experience specializing in conceptual art and character design for the entertainment industry. Recognized for the ability to blend artistic vision with narrative elements, creating immersive visual experiences that captivate audiences. Expertise in utilizing both traditional and digital mediums to produce high-quality illustrations that align with project requirements and artistic direction.

EXPERIENCE

CONCEPT ILLUSTRATOR

Film Production Studio DEF

2016 - Present

- Designed character concepts for animated films, contributing to critical acclaim and audience engagement.
- Worked closely with directors to visualize scenes, enhancing narrative clarity.
- Utilized digital painting techniques to create detailed character and environment illustrations.
- Participated in creative brainstorming sessions, driving innovative ideas for visual storytelling.
- Revised artwork based on feedback from stakeholders, ensuring alignment with project vision.
- Maintained an organized portfolio of work to present to potential clients and collaborators.

ILLUSTRATOR

Game Development Company GHI

2014 - 2016

- Created concept art for video games, resulting in a 40% increase in player engagement.
- Collaborated with game designers to develop unique character designs and environments.
- Produced promotional artwork for game releases, enhancing market visibility.
- Executed visual storytelling through detailed illustrations and storyboards.
- Participated in user testing, incorporating feedback to refine character designs.
- Presented artwork at gaming conventions, receiving positive industry recognition.

CONTACT

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- San Francisco, CA

SKILLS

- Concept Art
- Character Design
- Digital Painting
- Storyboarding
- Team Collaboration
- Visual Storytelling

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN VISUAL COMMUNICATION, COLLEGE OF DESIGN, 2015

ACHIEVEMENTS

- Recipient of the 'Excellence in Art' award at the International Game Developers Conference, 2023.
- Featured in the 'Illustrator Spotlight' by Animation Magazine, 2022.
- Contributed artwork to several award-winning video games.